

Language Translator Application

Test Cases

- 1.0 – Display name of application in the top-centre of the application.
- 2.0 – Display tab bar on top of page, allowing user to navigate between each page.
- 3.0 – Display an entry box in the top-centre of the page, below the application title, allowing users to enter text to translate. Text read in from a file and recognised text via the speech-to-text functionality will also appear here.
- 4.0 – Display the recognised source language below the aforementioned entry box.
- 5.0 – Display four buttons in the centre of the page; one to translate from the source language to the chosen language, one to read in a file, and one to use the speech-to-text functionality.
- 6.0 – Display the name of the read in file below the buttons.
- 7.0 – Display a picker to allow users to choose a language to translate into (languages will be loaded in on a button click).
- 8.0 – Display another entry box at the bottom of the page. The translated text will appear here.
- 9.0 – Once the user starts to enter text, read in a file, or uses speech-to-text to provide an input, the source language will be detected.
- 10.0 – On clicking the ‘Get Languages’ button, all available languages will be loaded into the picker.
- 11.0 – If an input has been provided, and language has been chosen, the user should be able to press ‘Translate’ and the translation will appear in the box at the bottom of the page.
- 12.0 – User should be able to read in a file when they click on ‘Read in file’.
- 13.0 – Name of read-in file will appear on screen.
- 14.0 – User should be able to use speech-to-text once they click on ‘Try Saying Something’. Prompt will appear asking them to say something. **[ANDROID ONLY]**